

In the Specification

Please amend the "Brief Description of the Drawings", on page 5, as follows:

BRIEF DESCRIPTION OF THE DRAWINGS

The foregoing features of the present invention will become more readily apparent and may be understood by referring to the following detailed description of an illustrative embodiment of the present invention, taken in conjunction with the accompanying drawings, in which:

FIG. 1 is a block diagram of the gaming machine of the present invention;

FIG. 2 is a table that illustrates the operation of a gaming display and an active pay-table of the gaming machine of FIG. 1;

FIG. 3 is flow diagram of one embodiment of the method of the present invention; and

FIG. 4 is a flow diagram of another embodiment of the method of the present invention.

Please amend the first full paragraph on page 10 as follows:

The following example, in conjunction with FIGS. ~~1 and 2~~ 1, 2 and 3, illustrate the operation of gaming machine 10. In FIGS. 1 and 2, the letters "C", "L", and "S" refer to the symbols "CHERRY", "LEMON" and "STRAWBERRY", respectively. For purposes of this example, it is assumed that gaming machine 10 pays twenty (20) coins when three "7" symbols appear in game display 12 and activated on active pay-table 16. Furthermore, for purposes of this example, the active pay-table 16 is configured to have three "7" symbols that are initially inactivated or subdued. (However, it is to be understood that the active pay-table can have other symbols as well). Whenever a "7" symbol appears in game display 12 of gaming machine 10, a "7" symbol is activated on the active pay-table 16. In order to facilitate understanding of the invention, the symbols that are activated are indicated by numeral 20a and bold type and are located within the boundary defined by dashed lines in FIG. 2. The term "Game #" refers to a particular "game". A "game" is the sequence of events wherein a player inserts a coin or plays a credit, the reels spin, and the player either wins nothing or wins a pay-out. Thus, each "spin" of the reels constitutes a game.

Please replace lines 11-25 on page 13 with the following:

In another embodiment, the active pay-table display is part of a bonus game that is played only after the player has met predetermined criteria or event regarding his or her play of the gaming machine. A flow diagram of this embodiment is shown in FIG. 4. In one embodiment, the predetermined criteria is a predetermined cumulative amount of money (e.g. coins) that must be wagered by the player. In such a configuration, the bonus game and active pay-table are activated when the player's cumulative wagers equal to the predetermined cumulative amount. In another embodiment, the predetermined criteria is a predetermined cumulative amount of elapsed time in which the player must engage the gaming machine in normal play. In a further embodiment, the predetermined criteria is the random generation of a predetermined number. In such an embodiment, the gaming machine includes electronic circuitry to effect a random